

Amsoft

Amsoft  
STAR  
COMMANDO

BRENTWOOD HOUSE  
169, KINGS ROAD  
BRENTWOOD

ESSEX

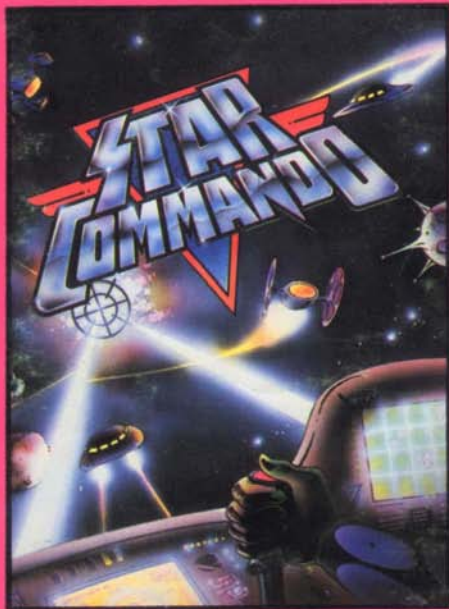
CM14 4EF

Terminal

SOFT  
147

CPC464

Amsoft



By Terminal Software

## STAR COMMANDO

### LOADING INSTRUCTIONS

Reset computer by holding down CTRL/SHIFT and ESC keys together in that order. Place cassette into Databorder. Rewind tape to beginning then press STOP/EJECT once. Press CTRL and small ENTER keys simultaneously then press PLAY followed by any key. This program will take about 7½ minutes to load.

AMSOFT JY1 Joystick compatible.

**YOUR MISSION:** The galaxy is under attack by Cosmic invaders. Galactic Pirates and Sausonic Raiders have all but brought trade to a standstill. And who put the mines in the Space Lanes? Anyhow somebody's got to sort it out. there is a new rookie starting - what's his name....? Don't expect he'll last long. Don't expect he'll get his Star Commando's wings - if he does he'll have earned them!

- ★ Delightful 3D perspective - 16 sector galaxies
- ★ 97% machine code fast action
- ★ Hi-res, flicker free graphics
- ★ Full colour - great sound effects - Hall of fame feature.
- ★ Play with Joystick or Keyboard

A FAST-ACTION ARCADE-STYLE 3D GAME  
SPECIALLY WRITTEN FOR THE AMSTRAD CPC464  
BY STEVE WOLSTENHOLME

<http://www.replacementdocs.com>

## OPERATING INSTRUCTIONS

OPERATION	KEYBOARD	(ARCADE OPTION)	(PILOT OPTION)
Left	R KEY	Push Left	Push Left
Right	T KEY	Push Right	Push Right
Up	5/6 KEY	Push Forward	Pull back
Down	6/5 KEY	Pull Back	Push Forward
Laser	G or F KEY	Fire Button	Fire Button

## LOGGING IN

Type in your name and press ENTER you will then be asked which JOYSTICK OPTION you prefer. This depends on your personal preference.

## LONG RANGE SENSOR SCAN

You may consult your SCAN before starting the game and after any sector. This will give you information on the location of your mother ship and the hazards and hostile elements within the galaxy. It will also indicate your current power multiplier (SEE RE-POWERING) and score multiplier. Owing to magnetic disturbances within the galaxy and the limitations of your sensors, complete information is never available. Select the sector you wish to visit with your joystick and then press the fire button to initiate warp drive.

## SCORING

You score 10 points per object hit modified by your current SCORE MULTIPLIER N.B. Sectors can be cleared before time by reducing the DANGER LEVEL to zero by fast accurate firing. Autopilot takes over when you release the joystick.

## POWER

Your POWER is depleted as you fly through the galaxy and

by the impact of hazards and missiles. Your POWER level is displayed on the screen. Continual pressure on the fire button will trigger WARP DRIVE after approximately 5 seconds, the cost of this "Emergency Warp" is 100 power units and is indicated by a flashing white border.

## RE-POWERING

To RE-POWER you must move to the sector containing the mother ship and dock your sight in the centre of the mother ship. You must be very accurate: an acoustic signal will indicate successful docking. Use Laser Control. Remember, you can only RE-POWER once in any one galaxy.

## HALL OF FAME

The Hall of Fame displays each player's best score and Rank in score order.

## STAR COMMANDO! WINNING YOUR WINGS

When you have attained the rank of Star Commando copy down the secret code from the HALL OF FAME Screen. On the same piece of paper write your name and address and attach the STAR COMMANDO WINGS TOKEN on the back of this page. Then post it to Terminal Software. We will then send you your real metal STAR COMMANDO WINGS BADGE. Wear it with pride!

Good Luck from all at Terminal Software.

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